

County of Moore Department of Public Safety Fire Marshal's Office

PERMIT APPLICATION

103 Saunders Street · Post Office Box 905 · Carthage, NC 28327 · Phone (910) 947-6317 · FAX (910) 947-6378 Business Name _____ Date ____/___ Mailing Address ______ ST ___ ST ___ Zip_____ Project Name _____ Site Address _____ City ____ ST __ Zip____ In accordance with the North Carolina Fire Prevention Code, the following operational (O) and construction (C) permits are mandatory. I am hereby requesting a permit for: ☐ Fumigation and thermal insecticidal fogging ☐ Amusements buildings (O-\$50) ☐ Automatic fire-extinguishing systems (O-\$50) (C-\$50 up to 100 heads, \$0.50 ea additional head) ☐ Hazardous materials (C-\$50) ☐ Industrial Oven (C-\$50) ☐ Carnivals and fairs (O-\$50) ☐ Compressed gases (C-\$50) ☐ Liquid- or gas- fueled vehicles or equipment in ☐ Covered mall buildings (O-\$50) assembly buildings (O-\$50) ☐ Private fire hydrants (C-\$50,O-\$50) ☐ Exhibits and trade shows (O-\$50) ☐ Fire alarm and detection systems and related ☐ Pyrotechnic special effects material (O-\$100) equipment (C-\$50) ☐ Spraying or dipping (O-\$50,C-\$50) ☐ Fire pumps and related equipment (C-\$50) ☐ Standpipe system (C-\$50) ☐ Flammable and combustible liquids ☐ Temporary Membrane Structures, Tents, and (O-\$100,C-\$100) Canopies (C-\$50,O-\$50) FAILURE TO SECURE A PERMIT PRIOR TO OPERATION OR CONSTRUCTION WILL RESULT IN THE PERMIT FEE BEING DOUBLED Occupancy type or description of permit applied for Contractor _____ State License Number _____ Address ______ ST ___ ST ___ Zip_____ Phone () Fax () The undersigned hereby makes application above and agrees to conform to all State and Local laws. Signature Date / / This application must be completed and returned to the Moore County Fire Marshal's Office prior to the issuance of the permit. A site inspection will be conducted to verify compliance. Please allow up to five (5) working days for processing.

* * * * FIRE PERMIT FEES WILL BE BILLED TO THE BUSINESS ADDRESS LISTED ABOVE * * * *